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Atari Online News, Etc.
A-ONE Online Magazine
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A-ONE #0113

05/28/99

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Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together which has rapidly become a fixture for all Atari users.

We arrange the show for the fifth straight year we hope to fulfill everyone's expectations and that this will result in the best possible atmosphere.

1 - WHEN AND WHERE?

This year the show will begin on Friday, June 11 and end on Sunday, June 13. This is the weekend following the beginning of the summer school holidays as well as the weekend prior to the Swedish Midsummer celebrations. We'll open at 10 p.m. on Friday and close at 6 p.m. on Sunday.

NAS99 will be hosted at the IOGT-NTO (International Organization of Good Templars) quarters located in Gothenburg and between two places called Jdrntorget and Masthuggstorget, just where the Stena Line ferries goes towards Denmark.

A map for the route description at <http://www.sak.nu/nas/find.html>

2 - WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:-

* Single Entry SEK 60:-

These prices include full access to all the activities being held during NAS99.

3 - EXHIBITION

The exhibition hall is open:

Friday 11-20, Saturday 11-20 and Sunday 11-18.

At the exhibition you can see:

16/32 systems (England)

Nic Harlow has always been at NAS, so why any different this year?

He's sells CD:s for Atari, games and more.

SAK and SAK/Skane

The Swedish Atari Users' Association and the local department in Skane are here too, to show different programs and computer systems in action.

4 - SEMINARS

Last years seminars were very much appreciated, something of which we naturally have taken notice.

The SEMINARS will be held from 12 p.m. on Saturday

- Erik Hdll the author of MyMAIL describes the ethernet network part on

NAS, how the computers are connected and the system software running, such as the Apache server installed on a Hades.

- Jonas Mvller Nielsen about MiNT/MiNTnet
- Kenneth Medin describes how his sub-net with Atari TT030 and Mega STE are serial connected to the main network.
- Martin-Eric Racine will cooperate and show how he connected his TT030, iMac and Stacy to the network as well.
- Mille Babic present how to create a webpage with the brand new Homepage Penguin Pro 3 by M.u.C.S

5 - MORE ACTIVITIES

- * A very large network called Erika will be set up with several Hades machines, SUN workstations and Linux platforms. A apache server is installed in one of the Hades machines with a Internet gate. Two sub-nets called Pia and Soumi with a TT030s, Mega STE, iMac and Stacy also connected.
- * Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last years), hard disk throwing (this year it WILL happen!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and referees. There will be prizes for the winners.
- * A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc.

6 - GENERAL RULES AT THE SHOW

- * No smoking inside the building or by windows and doors.
- * No alcohol, beer or anything like drugs will be tolerated inside the show. Please have fun with that outside in the city, but not at NAS99. All such things found will be confiscated, we are at IOGT-NTO as well.
- * Keep a good attitude against other people and show your tickets to the staff if asked for it. Anyone breaking these rules or acting violently will be thrown out of the show.

7 - WHY SHOULD I ATTEND NAS?

The Atari market now contains better apps and system software then ever before. We have seen that the TOS-compatible machines Hades and Milan actually was successful. Last year we could demonstrate a Milan computer days before it was released and this year we are up to show a Milan with MagiC Milan 6.1 installed.

We think that you care about the TOS platform and that you will visit us not only to walk around but share your experience with us. If you are from the Scandinavian regions then consider that NAS is the only Atari show this year in Northern Europe.

NAS is for all of us a opportunity to gather, together for a few days and let us know each other in person then electronically.

8 - HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

- * Our home page on the World Wide Web. This has been in existence since

last two years and we'll try to update it as often as the information comes. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The addresses are <http://www.sak.nu/nas> and <http://www.sak.nu>

- * STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 (0)31-336 39 73.
- * The first issue this year of our club magazine "Atarimagasinet", will be released at the show.
- * Our show coordinator is this year as well as last year, Mille Babic. He's supposed to know everything there is to know about NAS99. If you have questions to which you've been unable to get answers anywhere else you can send us a message at nas@goteborg.utfors.se or to Mille at mille@atari.org All members 1997- will also receive welcome info about NAS and the status of the club.

KEEP THE TOS PLATFORM ALIVE.

WE ARE LOOKING FORWARD TO SEE YOU AT THE NORDIC ATARI SHOW 1999!

Best Regards
Mille Babic

The Nordic Atari Show 1999

From: Mille Babic <atari@ebox.tninet.se>

Hi all!

Now there is just a few weeks to our Atari show here in Gothenburg. If you think you have something that will have a Atari interest, then do not think twice, just show up here. A GEM app, a game, a networking solution, a new version of a program, hardware enhancements, anything...

This is as I always says, the only Atari Show here in Scandinavia and I think the market or shareware authors should have a interest in this.

The theme is Atari & Network, we are going to build up a ethernet network, mostly with Hades machines and two subdomains for Atari originals. If you have any interest in networking with STinG, MiNT etc then this would be your lucky days and ours, if you show up. We have also plans that this network will have a Internet connection, thus one of the machines have apache server installed and all of you that can not show up could connect to us and use services such as http, telnet and ftp.

There is lots of accommodation possibilities here in Gothenburg and if someone of you just have to visit us as cheap as possible, then we might find a place for you.

Best Regards

Mille Babic
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Homepage: <http://mille.atari.org>

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PEOPLE ARE TALKING
compiled by Joe Miranda
jmirando@portone.com

Hidi ho friends and neighbors. I don't know what the weather has been like in your area, but here in southern New England it's really quite nice. I had almost given up on the warm weather ever getting here. It seems that for the past several years we've gone straight from early spring right into the dog days of summer. No transitions, no gradually warmer days building toward the Fourth of July, just a jump from chilly, frosty mornings to hot, hazy, humid afternoons. I don't think there's anything as depressing or disillusioning as that. Well, maybe one or two things, but you get my drift.

Heck, I've even had to rearrange my computing habits due to the nice weather. Luckily I've got a STacy, so I can move my computing out to the porch or even out into the yard (providing, of course, that I can find a loooong extension cord). I don't think that I'm turning into one of those people for whom computers are nothing more than a means to an end, but neither am I a nerd or a geek who takes joy only in the act of using a computer (Truth be told, I'm a bit closer to one end of the scale than the other, but you'll have to guess which end). For me, computers have usually signified an easier, more efficient way of doing things and a new way to do things that weren't possible at all before. And above all, computers signify a learning experience. Whether I'm learning about computers themselves or about something else is irrelevant. It's the learning itself that is important. Once we stop learning bad things start to happen.

Let's keep bad things from happening and learn about what's going 'round on the UseNet. <grin>

From the comp.sys.atari.st Newsgroup
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Frank Lawrence asks for help with STinG:

"Very often, while online using CAB/STING, I experience a loss of my carrier detect after bout 2 mins of in-activity.

[Could this be]

- 1) CAB.OVL problem?
- 2) STING/DIALER problem?
- 3) Configuration problem?
- 4) Me problem?

I'm using a TT/4megst/16megTT RAM, Geneva, NVIDI 3.02, Crazy Dots II board."

Joe Villarreal tells Frank:

"It could be your ISP. My old ISP would disconnect me whenever I had

problems trying to resolve a host using CAB. My new ISP doesn't disconnect me whatsoever."

Jo Even Skarstein asks about a hard drive for a Falcon:

"Has anybody tested any of cheap, huge IDE-disks? I was thinking about getting a 13-20GB disk in my Falcon. My local store has these in stock:

Fujitsu 13.7GB 3130AT (UDMA)
Seagate Medalist 10.2GB
IBM Deskstar 13.5GB
Maxtor DiamondMax 4320 13GB

All of these are cheap and more than fast enough for my Falcon, but I've heard that not all new IDE-disks will work. Is this correct? If so, which disk is safe to buy?"

Nicholas Bales peruses the drives mentioned and tells Jo Even:

"Wow! and I have trouble filling up my 170Mb IBM drive..."

Jo Even tells Nick that...

"The plan is to get a CD-R sometime this year, you'll *need* 10G'B then... Also, I suspect that my current disk (a 1.2GB Quantum) is dying, it's starting to make some ugly noises from time to time."

Chris Crosskey tells Jo Even:

"Make sure you've got the latest HD-Driver....it is the only thing I'd trust with disks that size and IDE.....I use it on my 4.3Gb, but I don't run partitions over 500Mb yet.....I'd say avoid the Seagate, they have caused problems in the past (basically cos they try to help PC owners out a bit./...)...I use IBM drives', both IDE and SCSI and I like them a lot...fast, quiet and reliable...."

Ron Slaminko asks for...

"Help!

My 520ST is going kaput. Turns on with either a screen full of unstable garbage, some bombs (some of which are distorted and torn), or, occasionally and getting rarer, a normal bootup. I've pretty much eliminated all external components (power supply, mouse, disk drive & monitor) as trouble sources. Any suggestions?"

Roger Cain tells Ron:

"Sounds like the old 'unseated chips' problem again - they can work loose over time.

You will need to get inside and push home all socketed chips. Clear out the dust and garbage while you are there."

David Leaver posts:

"I have a problem which is vaguely related to the one that Jo Even Skarstein has written about, but it afflicts MAGIC, not TOS.

I am using a TT with internal Quantum Fireball, so I boot HD Driver from a Seagate 46mb drive that was once in my MSTe. The rest of the boot is

from the C partition of the Quantum.

I have Magic 6.01 and HD Driver 7.00, 7.61 and 7.71.

Bootting to TOS 3.06 with any version of HD Driver is completely reliable.

Bootting to Magic with v 7.00 is completely reliable.

Bootting to Magic with v 7.61 or v 7.71 is not. Frequently, but by no means always, the bootting process hangs somewhere. The place where it hangs is not consistent. It may stop with NVDI trying to find its fonts. It may stop with HS Modem loading.

The most peculiar situation brings in the relationship to Jo's problem. Sometimes it boots successfully, but to the standard video port rather than my Matrix card. When this happens, but only when, I discover that MAGX.INF has disappeared. The partition has been corrupted by something to the extent that where that file was, is now a missing sector.

There is one other oddity. On the ASCI/DMA port of the TT I have a SupraDrive FD-10. This is a venerable device that uses 10mb 5.25" floppies in an Hitachi SCSI drive via a built-in Supra adaptor. With TOS and any version of HD Driver, I do not need to insert a floppy at bootting, nor do I need to with Magic and v 7.00, but if I boot to Magic with v 7.61 or v 7.71 I have to insert a disk before bootting if I wish to use the FD-10. If I do not Magic will report "illegal drive" when I try to open a disk."

Neil Roughley tells David:

"Using HDDriver 7.12 and MagiC 5.11 on a TT, I have to make sure there's a Zip disk in the drive when bootting, or else I can't access it after one is inserted ("illegal drive").

It sounds like this isn't normal behavior -- indeed, a major inconvenience -- although it's something I've put up with under the assumption it was normal behavior for HDDriver. From your reports with an FD-10, a Zip drive should be able to do the same (not require the media present during bootup)."

The author of HD Driver, Dr. Uwe Seimet, tells Neil and David:

"No, this is not normal. I never have encountered this problem with ZIP drives or other removable media drives."

Alois Huber asks:

"How can I tell my Mega ST (TOS 1.04 and HusHi 6.06 hd-driver) to wait at boot time until the megafile has spun up?"

Brian Roland tells Alois:

"There may be a better way...but...
You can put a copy of coldboot.prg in the auto folder of a virus free floppy disk and keep that loaded in the machine during bootting. COLDBOOT.PRg does just that, it forces the machine to do a cold boot, similar to cutting the Mega off at the power switch, then back on. The Mega should in theory, keep rebooting till the hard disk has spun up, at which point the system should boot from the hard disk.

Many hard disk utilities come with some form of coldboot, and if not most atari FTP sites have it up for grabs."

"John" asks for telnet info:

"I run an Atari ST BBS and want to get some info on Telnet. I think its only possible to Telnet to a BBS that supports Telnet, is this correct?

Does the BBS have to be permanently connected to the internet like a web server? or is there some sort of dialup system?

Is there such a thing as an ST BBS program that can be accessed via Telnet? If not, are there any programmers out there who fancy having a go at writing a Telnetable ST BBS? It would be like when ST Format gave away Michtron BBS on their cover disk, ST BBS's sprouting up everywhere!"

Ronald Hall tells John:

"Well, this has been a very difficult subject for me. For about a year now, I've been trying to get my BBS on the Internet, available by Telnet as well. In my area, no ISP's offer accounts that have permanent IP addresses (static) only dynamic. I don't know of any BBS software for the ST's that offer Telnet capability out of the box. BTW, what software are you using? I'm using BBS Express! ST v1.98a. I'm still trying to get DarkForce! Telnet-able, but its gonna cost me quite a bit, both for start up and monthly fees. Lemme give you a rough idea:

\$200 initial startup for a dedicated line/IP address
\$65 monthly fee for 12 hours a day (\$140 for 24 hours a day)
2 more phone lines (I currently have 1 dedicated to the BBS)
to let users dial in by Telnet and direct-dial...

This of course, doesn't even include the cost of the computers, modems, etc,... So you can see, its not something to take very lightly in my area... Oh, did I mention that its LD to call this ISP as well?

I know of one 8-Bit BBS that is available by Telnet, but they are running it via emulation (I think) on an PC machine... Oh well...

Let me know if you find an easier/cheaper/better way to make an Atari BBS available by Telnet!"

Straight from Atari-Users.net, Rob Malhert tells Ronald and John:

"On the subject of someone writing the software for a telnetable BBS.. how about expanding an existing one. I know the source to TLink (?) is available. It is written in GFA basic.

On a permanent IP address, try www.ez-ip.com . Its a free service that will give you a static name to your dynamic IP address. I have the name atari.dyn.ez-ip.net. You will need to "log on" manually by going to the ez-ip web site. They have clients that will do it automatically, but not an Atari one... yet (anyone?).

I've been using it to test the web server Weblight and the Atari IRC server IRCD, both by Olivier Booklage(sp?). So one night for the heck of it.. try <http://atari.dyn.ez-ip.net> to see if the server is up.."

James Haslam asks about STinG's DNS cache:

"I've recently upgraded to v1.20 of STiNG, and its all been working fine, until today, when I noticed "DNS cache load failure" coming up in the auto sequence. This has not been happening before now.

I've recently added Extendos to my Auto folder, as I now have a CD-Rom drive, but I made sure that STiNG is still at the end of the sequence.

What is the DNS cache? What does it do? I still seem to be able to use the Net; email, web and FTP seems unaffected.

Should I reinstall STiNG (or just the DNS part)?"

Gordy asks James:

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"Have you been using MICQ?  I found that this corrupts the DNS cache
file...."
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James tells Gordy:

"Yes I have. Anything we can do about it?"

David Leaver, who started an earlier discussion on this subject, emits a loud...

"AHA" - thank you - one mystery solved."

Well folks, that's it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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->In This Week's Gaming Section - 'Bloody Roar II'! Mario Stolen!  
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                                Sega Takes A Cut In Pride?  
                                'SpyHunter' To Be Redesigned!  
                                And much more!
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[illegible]

"Mario" Stolen From Nintendo

It's game over for Mario.

The long-time Nintendo mascot has been stolen from his post at the

company's headquarters in Redmond. The sculpture of the popular videogame and cartoon character was boosted from right next to the company's front door.

The good news is the security cameras caught the thieves in action, cutting chains to loosen the character. The bad news is police say they can't make any identification of the man from the tape. The three foot tall Mario sculpture is valued at about 400 dollars.

PlayStation Sequel Bloody Roar II Brings the Dawning of a New Breed

Bloody Roar II, the fiercely-awaited sequel to 1998's beastly 3D anime hit Bloody Roar, is now available at retailers nationwide, Sony Computer Entertainment America announced. Available exclusively for the PlayStation game console, Bloody Roar II sets itself apart from traditional fighting games by allowing players to morph from human warriors into lethal predators.

"In the videogame industry, where the fighting game genre makes up about 20 percent of overall software sales, Bloody Roar II distinguishes itself by featuring unbelievably realistic animation quality that will please even the most avid fighting game enthusiasts," said Ami Blaire, director, product marketing, Sony Computer Entertainment America.

Improvements from the first Bloody Roar include a new Custom Mode in which players can create their own combo moves, a higher resolution for improved graphic clarity, seven new fighters and four returning favorite characters that have been modified to be older and more engaging. Two of the 11 characters in the game are hidden. If played with the DUAL SHOCK analog controller, gameplayers will feel every pulverizing punch and return bone-cracking combinations with lightening control and response.

Bloody Roar II's fighting action evolves around a dark and intriguing plot unveiled in the game's Story Mode, during which each combatant's life and inner quest are revealed in more than 100 graphically devastating scenes. The story begins as the millennium dawns and a new breed of assassins arises as the Beast Freedom Front. Players choose one of these characters, then fight their way through the story. As the human-beasts engage, background information about each character is revealed.

The warriors in Bloody Roar II are driven by private motivations of rage, vengeance, love or power. Each character conceals the ferocity of a wild beast, so when these motivations are triggered, and build up during combat, the fighters morph into lethal predators, such as ravenous wolves, monstrous insects, and never-before-seen bestial forms, each with its own unique fighting style. In the Custom Mode gamers can tailor gameplay elements, altering the look of the fighter by increasing the size of the character's head and arms. Fighters can also side-step to counter oncoming attacks.

Electronic Arts Ships Castrol Honda Superbike Racing for the PlayStation

Electronic Arts announced it is shipping Castrol Honda Superbike Racing for the PlayStation.

A highly realistic and heart-pounding motorcycle racing simulation, the game puts the player in position to race as a member of the Castrol Honda World Superbike Team. Set in real-time 3-D environments, Castrol Honda Superbike Racing features gripping, white-knuckle superbike racing action on 14 circuit styled tracks in locales such as Indonesia, England, the U.S. and Japan.

"We feel Castrol Honda Superbike Racing offers the most realistic motorcycle simulation available for the PlayStation," says producer Randy Eckhardt. "We have tuned the game so all players, regardless of skill levels, can race in a game that is incredibly challenging, yet is very easy to learn and extremely fun to play."

Players race on the sleek and powerful Honda RC45, built and tuned to Castrol Honda's specifications. With an acceleration of 0-60 M.P.H. in 3.1 seconds, it is among the fastest motorcycles ever made. The bike's gearbox and brakes can be tuned using real data supplied by Castrol Honda race engineers. A good racer will learn to set up every detail on their bike to suit the unique demands of each track and maximize their chances for winning. For example, a bike tuned for more torque will race more successfully on a hilly course than one tuned for flat-out speed.

Castrol Honda Superbike Racing offers six different modes of difficulty, giving a competitive mode for racers of every skill level and ability. Players can choose to go for pure arcade speed, where control of the bike is assisted and damage to the bike negligible, or for more realistic racing at the higher levels. The game features real physics and the bike's handling reflects its real-life counterpart. As part of the training, racers can select a feature that will show them the "perfect line" -- the fastest route through each track, by following team rider Colin Edwards.

The game supports up to two players on split screen racing action. Castrol Honda Superbike Racing also supports Dual Shock(TM) analog controllers.

Castrol Honda Superbike Racing was developed by Interactive Entertainment and is being published by Electronic Arts in North America. The game carries an "E" (Everyone) ESRB rating and has a MSRP of \$39.95.

More information on Castrol Honda Superbike Racing for the PlayStation can be found on the EA product web site: <http://www.chracing.com>.

Midway Partners With Paradigm Entertainment to Redesign Spy Hunter

Midway Home Entertainment announced a partnership with Paradigm Entertainment, Inc. to bring the 80's classic, Spy Hunter, into the new millennium for the next generation systems.

Once again, gamers will be able to use their multi-weaponed spy mobile to travel on air, land, or sea in an on-going quest to rid the world of evil agents. Utilizing new technology, features from the original will be enhanced to move this game from its classic status to a fully 3-D experience and current must have for action/racing fans.

"Paradigm has proven itself within the industry as a leading developer within the racing genre, working on titles such as Beetle Adventure Racing, Pilotwings 64, and F-1 World Grand Prix," stated Byron Cook,

President of Midway Home Entertainment. ``Therefore, it was a logical choice to partner with them to bring Midway's classic arcade hit Spy Hunter into the 21st century."

``Paradigm is very pleased to team up with Midway on this project," said Dave Gatchel, President/CEO of Paradigm Entertainment, Inc. ``We have a great partner in Midway and an exciting concept in the Spy Hunter franchise. With the incredible technical capabilities available to us, it should add up to an awesome game experience."

Acclaim's TrickStyle Soars To Stores This Fall High

Acclaim Entertainment announced TrickStyle, a new hover-board racing game for Sega Dreamcast and PC. TrickStyle is scheduled to be on store shelves in time for the hardware system's launch. The graphically astounding game takes the genre to a new level by making tricks an integral part of the racing experience.

``TrickStyle is a perfect showcase for the advanced capabilities of the Sega Dreamcast gaming system," said Greg Fischbach, co-chairman, CEO and president of Acclaim Entertainment. ``Embracing new technologies and leading the transition to new gaming platforms with high-quality brands is part of Acclaim's overall corporate strategy."

Unlike traditional racing games, TrickStyle's gameplay is based on the use of dozens of stunts in order to win the game - in both single-player and multi-player modes. Performing stunts allows gamers to speed up, access shortcuts and slow opponents down while racing on futuristic hover boards. In addition to a huge velodrome - a skate park designed just for air surfers - gamers can race through gorgeous futuristic renditions of cities like Tokyo, New York City and London. Each city is recognizable by its famous landmarks, and boasts unique challenges, such as avoiding traffic and pedestrians in bustling Manhattan. In addition, TrickStyle uses a node-based racing system, which allows gamers to create their own paths through the cities.

TrickStyle is being developed by UK-based Criterion Studios, known for its arcade-quality PC racing game RedLine Racer and its underwater strategy/adventure game, SubCulture. ``We're very excited to be working with Acclaim on a top-quality Sega Dreamcast title," said Mike King, marketing director at Criterion Studios. ``We're confident that TrickStyle will be a key title for the Sega Dreamcast system because of its stunning graphics and innovative gameplay."

TrickStyle utilizes technologies like texture compression and real time physics calculations, taking full advantage of Sega Dreamcast's advanced system features. These elements work to enhance TrickStyle's realism and intense gameplay. The game also uses Sega Dreamcast's Visual Memory Unit (VMU), allowing gamers to play mini-games themed around the hover boards available in the game. By completing different VMU challenges, such as stunts on a half-pipe, gamers can upgrade their hover boards to those better suited for certain courses. The newly-rewarded hover boards can be uploaded from the VMU mini-games to Sega Dreamcast.

TrickStyle will be supported with a comprehensive marketing campaign and a dedicated web site at Acclaim.Net. TrickStyle will be released for the PC with the Dreamcast version this Fall. The PC version will support

multi-player gameplay for at least eight players via a local area network and the Internet. Additional information on TrickStyle is available at www.acclaim.net/games/TrickStyle.

Acclaim Sports Hits the Gridiron with NFL Quarterback Club 2000 for Sega Dreamcast

Acclaim Sports announced the development of NFL Quarterback Club 2000 for the Sega Dreamcast and Nintendo 64. The game, Acclaim's first formally announced title for Sega's new hardware platform, will take advantage of the powerful technological capabilities of the system to bring football fans the most incredible NFL gaming experience ever. NFL Quarterback Club 2000 will arrive this fall, when Sega Dreamcast makes its official US debut.

NFL Quarterback Club 2000 for Sega Dreamcast will be supporting Microsoft's Windows CE. Acclaim will be working closely with Microsoft on the development of this Sega Dreamcast title. The collaboration will take advantage of the powerful technological capabilities of the Windows CE development toolkit for the Sega Dreamcast.

"Acclaim Sports has established itself as one of the premiere developers of next generation sports video games," said Gregory Fischbach, Co-Chairman and CEO of Acclaim. "Given the amazing capabilities of the Sega Dreamcast, I expect our developers will create incredible sports gaming experiences that are unmatched in graphics and realism."

NFL Quarterback Club 2000 is being developed by Acclaim Studios' Austin, creators of hit sports titles such as All-Star Baseball and WWF War Zone. NFL Quarterback Club '99 for the Nintendo 64 was critically praised for its outstanding graphics and authentic gameplay. The game received awards for "Best Animation and Best Graphics Technology" by IGN64, the leading N64 dedicated internet site. Working with the Sega Dreamcast architecture, Iguana will focus on taking the already breathtaking graphics and animation of NFL Quarterback Club to the next level while recreating with pinpoint accuracy the true NFL football gameplay experience. To that end, Charlie Weis, Offensive Coordinator for the AFC Eastern division champion N.Y. Jets, will return again to mastermind the artificial intelligence and play-calling for the game.

Game Features for QBC 2000 for Sega Dreamcast will include:

- 3rd generation Ultra Hi-Rez(TM) graphics for unprecedented NFL realism
- Developed by Iguana Entertainment, makers of NFL QBC '99, All-Star Baseball 2000, Turok 2, and South Park
- Player models featuring real-life faces, eye black, breathe strips, elbow pads, finger tape, and the highest polygonal counts of any QBC title to date
- Sophisticated Artificial Intelligence and game strategy written by Charlie Weis, Offensive Coordinator of the AFC East Champion New York Jets

- Over 1200 motion-captured animations including punishing wrap tackles and player celebrations like the Falcons' ``Dirty Bird"
- Pin-Point Passing(TM)for unprecedented control
- Motion captured by actual players of the New York Jets
- Play by play from ESPN's Mike Patrick and color calls from CBS' Randy Cross including pre-game commentary
- Choose from 31 team specific playbooks or create your own
- Replay the key moments of all 33 Super Bowls with authentic game stats
- Total Team Management includes: trading, drafting, signing and releasing players, and managing the salary cap
- Player attributes adjust during the season according to their performance
- Create your own player and teams with QBC's Custom Creation utility
- Real time field deterioration affects player footing and movement
- Stat categories including the all-new Acclaim Sports Power Rankings
- Player injuries, penalties, and weather conditions affect game and season play
- 5 modes of play: Season, Exhibition, Tournament, Playoffs, and Pro Bowl
- Instant replay and multiple camera angles
- All 31 NFL teams including the expansion Cleveland Browns
- All thirty 3-D rendered stadiums and over 1500 players with official NFL photos

``We are thrilled to welcome NFL Quarterback Club 2000 to the roster of planned titles for Sega Dreamcast," said Bernard Stolar, president and COO of Sega of America. ``Dreamcast's advanced technology allows developers to design games that will exceed consumers' expectations in every way -- graphics, audio and game play -- and, based on what we've seen from Acclaim in the past, we're sure that NFL Quarterback Club 2000 for Sega Dreamcast will do just that."

NFL Quarterback Club 2000 will also be available in August for Nintendo 64. Both versions of the game will be supported by a multi-million dollar television, radio, online and in-store marketing campaign. The NFL QBC franchise is a key title in the popular Acclaim Sports brand including All-Star Baseball, NBA Jam, NHL Breakaway and Jeremy McGrath SuperCross.

Japan's Sega Enterprises Ltd, faced with unexpectedly slow sales of its cutting-edge Dreamcast home video game player, said on Thursday it was considering selling software for hand-held game players to rival firms.

A Sega spokesman said the company was in talks with Nintendo Co and Bandai Co to supply game software for Nintendo's Game Boy and for Bandai's Wonder Swan.

It would be the first time for Sega to offer software to competitors. The move was based on Sega's decision not to re-enter the hand-held game machine market for the time being, he said.

Sega's Game Gear model, released in 1990, was unable to compete successfully against Nintendo's Game Boy.

Sega said it was considering selling its "Sakura Taisen" game software, which was originally made for its 32-bit Sega Saturn home video console. Sega would modify the software, which has enjoyed cumulative sales of 1.2 million units, for hand-held game players.

Sega launched its 128-bit Dreamcast game console last November, but sales fell short of the one-million unit target set for the end of March.

In April, Sega estimated it posted a parent net loss of 32.80 billion yen (\$269 million) in the year to March 1999, against an actual loss of 43.3 billion yen in 1997/98. The loss came from write-offs on overseas amusement facilities and Saturn inventories.

Sega is due to unveil 1998/99 earnings results on Friday.

Sega shares were up 3.68 percent at 1,945 yen at the Tokyo midday.
(\$1=122 yen)

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->A-ONE Gaming Online      -        Online Users Growl & Purr!
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AtariNews: On The Prowl
05/26/99

LATEST HEADLINES:

THE JAGUAR, OPEN AND READY

It has been officially announced at the Electronic Entertainment Expo '99, the Jaguar is now an open platform. What does that mean for us? A lot! Game developers no longer need Hasbro's permission to encrypt Jaguar games. We will be seeing BattleSphere, Protector, The Assassin, and many more games from the dedicated developers out there. This marks a new

point in history for the Atari Jaguar.

<http://www.hasbrointeractive.com>

ATARI, NOW A DIVISION OF HASBRO INTERACTIVE

Hasbro has made Atari a separate division. Work has already begun on a new series of Atari updates. Upcoming titles include Star Raiders, Pong, Missile Command, and more. With this new change comes the new www.atari.com, opening soon. The new site will include information about the new Atari games and possibly information about classic Atari systems.

<http://www.atari.com>

THE JAGFEST '99 SCHEDULE IS AVAILABLE

Songbird Productions has released the 1999 JagFest Schedule. The fest will be starting at 10am and ending at 10pm on Friday, June 18, 1999. The events include 2600 and Jaguar tournaments starting at 11am, A BattleSphere demo at 3pm, a Songbird Productions announcement at 5pm, and prizes at 9pm. Also at 1pm, there will be a Protector tournament in which the top three scorers will have their initials built into final ROM image for Protector.

<http://jagfest.atari.org>

BATTLESPHERE AND JUGS: COMBINED PRODUCT?

AtariNews has reason to believe that when BattleSphere is finally shipped for the Atari Jaguar, it could include a special hidden utility called Jaguar Unmodified Game Server (JUGS) that will allow Jaguar fans and developers alike the ability to download RAM-based games into their Atari Jaguar. This feature could make development and testing of new Jaguar games more cost-effective and widespread.

<http://www.best.com/~sebab/dvidgames/dsphere/sphere.shtml>

CENTIPEDE TO BE RELEASED ON GAME.COM?

AtariNews has learned that Centipede may find its way to the relatively obscure portable system game.com. Hopefully this version will capture the frenzied gameplay that made the original game a hit.

<http://www.handheldgames.com>

BACK IN TIME WEBCASTS

Be sure to check out the Back In Time interview webcasts, hosted by Mike Stulir. Featured guests in past shows include Dana Henry from Hasbro Interactive, Don Thomas, Curt Vendel, and more. Upcoming guests include Carl Forhan of Songbird Productions and other individuals formerly associated with Atari Corporation.

<http://www.emuclassics.com/backintime>

FREE ATARI EMAIL AND CHAT AREA AT ATARI.NET

Atari.net is offering a free POP3 email address. You can get an address

such as yourname@atari.net. They also feature an Atari chat room. Future plans include free web space to Atari sites, up-to-date info, and a large number of links.

<http://www.atari.net>

Send any comments or submissions for "AtariNews: On The Prowl" to:
Brian Gudzevich (Editor) at: Atarian@netzero.net

Sponsoring web sites:

-The Atarian Atmosphere: <http://atmosphere.atari.org>
-The Jaguar's Domain: <http://jagdomain.atari.org>

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

AOL President Counters Microsoft Defense

America Online Inc. President Steve Case, countering a central defense by Microsoft in its antitrust trial, testified Friday his company purchased Netscape without much interest in its Web browser.

In a deposition during a three-month recess, Case also testified that he did not tell the government in advance about his plans to acquire Netscape. He also said a newspaper article was accurate in reporting that he believed it would be foolish to try to compete with Microsoft.

Microsoft Corp. has argued repeatedly that AOL's purchase of Netscape Communications Corp. last November for \$10.1 billion made the antitrust trial irrelevant.

The government and 19 states allege that Microsoft competed unfairly against Netscape in the market for Web browsers by abusing monopoly power in the Windows operating system.

Microsoft gave its Internet Explorer browser away for free, forcing Netscape to follow suit. Later, Microsoft integrated its Web browser into Windows so anyone who purchased a personal computer would automatically get the browser with it.

Case said his company saw the browser market as fading and that the real attraction of Netscape had been its "portal" -- the first Web screen surfers see when they get on the Internet -- and AOL's partnership with Sun Microsystems Inc. to develop Internet electronic commerce.

"We knew the browser market share was likely to decline," Case testified. "To the extent the decline occurred on our watch it might bother us. We wanted the focus on the portal and e-commerce."

Case also confirmed the accuracy of quotes in a Washington Post interview that sparked the interest of Federal Judge Thomas Penfield Jackson, who is presiding over the trial.

During his testimony at the deposition, Case said again and again under questioning that the article accurately reflected his view that it would be foolish to compete against Microsoft.

'I think that's a fair characterization of my views," Case said.

Later, a Microsoft lawyer said the company has documents it will show at trial to demonstrate that AOL actually wanted the browser. However, the lawyer said he was unable to share the documents because they were sealed by order of the court.

Microsoft lawyer John Warden at one point asked Case several highly technical questions about the future of the Internet, centering on the growth of bandwidth availability.

Case tried to answer a couple of the questions, then drew laughter when he responded to one particularly complex query by quipping: "Am I in the right room?"

Case was also asked repeatedly about Microsoft's contention that his company gave the government an advance warning of its intention to buy Netscape.

Case testified that one of his lawyers told government lawyer David Boies that AOL was in "sensitive conversations" with Netscape.

Boies, who in fact examined Case for the government, later told reporters: "Mr. Case testified accurately that there was never any indication to anybody that there was a merger discussion going on."

The trial adjourned in February because the judge had to preside over a drug and murder trial, and the lawyers had other matters on their schedules as well. The antitrust trial resumes June 1. Next week depositions will be taken Wednesday in Washington, Thursday in Raleigh, N.C., and Friday in San Jose, Calif.

Microsoft Questions Gov't. Expert

A computer expert who will be one of the final witnesses in the Microsoft trial revealed how he has improved his method of disabling the Internet browser in Windows, touching on a central claim in the government's antitrust case.

Edward Felten, a computer science professor at Princeton University, said some changes to his controversial technique were prompted by comments from Microsoft witnesses.

Felten previously testified as one of the Justice Department's dozen witnesses. Microsoft questioned him again under oath Wednesday in a deposition at the federal courthouse here.

The government wants Felten to take the stand again next month - during the trial's rebuttal phase - to rebut earlier testimony from Microsoft

executive James Allchin.

The trial resumes Tuesday after a 13-week break.

Felten's testimony is important because Microsoft contends that Windows and its browser are so closely integrated to make it impossible to remove the Web software without crippling Windows.

The government alleges that Microsoft illegally ``tied" Windows and its browser to undermine Netscape Communications Corp., whose Web software is Microsoft's biggest competitor.

Microsoft feared that Netscape's browser threatened in some ways to mature into a rival software platform that could minimize the importance of Windows, Microsoft's most lucrative franchise.

In his trial testimony, Felten showed the judge how he was able to modify some files to prevent Microsoft's Internet software from starting in all but a few instances. Since Felten last testified, he's been improving his technique.

Allchin, for example, complained that Felten's tinkering disabled a popular feature in Windows 98 that allows consumers to install off the Internet incremental updates and improvements to Windows.

Felten disclosed Wednesday that he has created his own version of this ``Windows Update" feature. He also changed some error messages that Microsoft complained might be confusing when encountered on a computer that the company derisively said had been ``Feltenized."

Felten played down what Microsoft described as the problems with his efforts.

``If there's a bug, there's a bug," Felten said. ``I'm sure it can be fixed."

Felten called his work a ``proof of concept," arguing that any imperfection pointed out by Microsoft ``doesn't invalidate the concept."

Felten's deposition was the first of three scheduled this week. The others will take place in North Carolina and California. Reporters are allowed to attend under an obscure 1913 law covering antitrust depositions, which are normally conducted in private.

IBM Employee Describes Microsoft Retaliation

Microsoft quintupled royalties for IBM to \$220 million after the company surprised Microsoft Chairman Bill Gates by refusing to drop a rival operating system, an IBM witness testified Thursday.

International Business Machines Corp.'s Garry Norris, who will be a key rebuttal witness for the government when Microsoft Corp.'s antitrust trial resumes next week, answered questions from Microsoft lawyers for three hours under oath at a deposition in Raleigh.

The questioning elicited bits of a tangled story about a bitter falling out among the two giants of the computer industry in 1994 and 1995, offering

details of charges, threats and retaliation as Microsoft fought for the dominance of its Windows operating system over IBM's OS/2 system.

Norris, who worked for the IBM personal computer company, said that when the two companies tried to repair their relationship in a July 24 conference call with Gates, he heard Gates explain the problem.

"Gates was irate because of a lack of respect IBM had for Microsoft," he said.

The questioning by a Microsoft lawyer also revealed that IBM at one point underpaid royalties to Microsoft, and ultimately settled the dispute by paying the Redmond, Wash. firm \$30 million.

Norris also testified that when he tried to sell IBM's OS/2 to personal computer makers, they feared purchasing it because of threats from Microsoft -- even though they had customers who wanted it.

Norris said the relationship became so contentious that IBM and Microsoft did not reach a licensing agreement for Windows 95 until 15 minutes before that operating system was launched on Aug. 24, 1995.

Years ago, IBM gave Microsoft its big opportunity by choosing the young firm to provide software for the IBM personal computer. A few years later the two jointly developed the OS/2 operating system, until Microsoft changed course. IBM continued to go it alone on OS/2, as Microsoft switched its focus to Windows.

According to Norris' testimony, an important turning point in the relationship occurred during a meeting at the Comdex computer show in Las Vegas during the summer of 1994.

At the top-level meeting, Gates and his executive in charge of relations with computer makers, Joachim Kempin, proposed an agreement for IBM to cut back on shipments of OS/2 and replace it with Microsoft Windows.

IBM said no. Norris was not at the meeting, but was briefed on it when he was transferred within IBM to its PC company.

"I was told that Gates was surprised," Norris testified, adding that "Kempin was expecting an agreement."

"Kempin was embarrassed," testified Norris. After that, he said, "they took retaliatory action."

Norris said he was told by Microsoft, "As long as you're shipping competitive products...you will suffer," in pricing terms, conditions and support programs.

For example, IBM paid \$40 million in royalties in 1995, but when it came time to renegotiate the company wound up paying Microsoft \$220 million in 1996, he said.

In addition, Microsoft set a host of other costly conditions, such as requiring IBM to redesign its screen and make hardware changes.

And simple tests that IBM needed from Microsoft took 60 to 90 days instead of a week or two, he said.

IBM, which had originally paid nothing for the Microsoft operating system

because of joint development, still had the best deal in the industry for Windows 3.1, with a cost of \$9 per copy, Norris said. But that changed.

Norris at one point testified that Microsoft jumped that price to \$45.90 -- a five-fold increase. At another point, however, he testified that the price was \$60 a copy, including discounts. A person close to the case said the situation was "complicated," and that only parts of it were being revealed in the testimony so far.

Microsoft lawyer Rick Pepperman asked Norris if he knew that during the 1994-1995 period Microsoft had done a 10-month audit which turned up \$50 million in royalty underpayments by IBM. Eventually, IBM agreed to pay Microsoft \$30 million to settle the underpayment, Pepperman said.

Norris said he had heard of the audit but did not know the details.

Microsoft Begins Courtroom Attack On Caldera Suit

Microsoft Corp. attorneys hammered away Tuesday at a lawsuit filed by a tiny rival software maker claiming the software giant illegally tried to squash its competition.

The hearing in a federal courtroom here was the first of six scheduled sessions over the next month that could narrow the focus of the private antitrust suit brought by Caldera Inc. over the market for computer operating systems in the late 1980s and early 1990s.

Caldera, based in suburban Salt Lake City, is seeking \$1.6 billion in damages based on alleged lost sales of the DR-DOS operating system, which it bought from Novell Inc. in 1996 the day it filed the lawsuit.

In Tuesday's session Caldera lawyers pressed their claim that Microsoft competed unfairly by announcing products and then not delivering them specifically to undermine DR-DOS, a rival to Microsoft's then-dominant MS-DOS system.

"There was no other competition," Caldera attorney Steve Susman said. "Destroying DR-DOS meant the competition was destroyed."

"There were other competitors," countered Microsoft attorney Jim Jardine, advancing the company's argument that Microsoft's success was far from certain in that uncertain era when Windows was just getting off the ground.

Caldera lawyers also complained about Microsoft's alleged efforts to actively sow uncertainty in the market regarding DR-DOS.

But an internal Microsoft memo presented as evidence was never circulated outside the company, Microsoft showed, raising a pointed comment from U.S. District Judge Dee Benson.

"I think this is crucial," he said. "If Caldera doesn't have evidence it was communicated outside of Microsoft, I wonder why it's with the statement of facts. It doesn't confirm any allegation."

Nevertheless both sides said they were satisfied with the opening session.

Benson said he would take the matter under advisement and is not expected

to rule until after the final hearing in late June.

The case is scheduled to go to trial in January.

Judge Issues Tentative Rulings On Microsoft Vs Sun

A federal judge has issued a set of tentative rulings that would allow Microsoft Corp. and Sun Microsystems Inc. to each claim partial victory in their bitter litigation over the Java software platform.

U.S. District Judge Ronald Whyte issued the non-binding, tentative rulings late Monday ahead of oral arguments that will be heard in the case June 24, after which final rulings will be issued, officials of both sides said.

Because the rulings are tentative, representatives of the two companies declined to comment further.

Whyte tentatively ruled that Microsoft's implementation of Java code in products including Internet Explorer 4.0 and Windows 98 infringed Sun's copyrights by failing to comply with a licensing agreement between the two companies.

But Whyte also ruled tentatively that Microsoft can independently develop related technology that does not rely on Sun's intellectual property.

The judge also issued a tentative ruling interpreting a disputed section of the contract related to Microsoft's obligations to support updated versions of Java.

The tentative rulings on the three issues included a series of questions Whyte wants answered before his final ruling.

Sun filed suit in 1997, contending Microsoft had violated terms of its 1996 license to use Sun's Java technology and was attempting to undermine the platform, once seen as a potential rival to Microsoft's Windows.

Last November, Whyte issued a preliminary injunction against Microsoft, ruling that Sun was likely to prevail on its claims of copyright infringement and unfair competition. Microsoft has appealed that ruling to the U.S. Court of Appeals, which has scheduled arguments for June 16.

Microsoft Says No Worry On Release Of Windows 2000

Microsoft Corp. is getting good feedback from people testing its new Windows 2000 computer operating system and sees no reason to worry about being able to release the software on schedule with its current timetable, a company executive said Monday.

Paul Maritz, group vice president in the software giant's developer division, told reporters there was nothing to worry the company in the initial response to the final beta testing version of Windows 2000, released on April 29.

'We're getting a lot of good feedback from the customers, and there's no

new data that would make us nervous about it (the release)," Maritz said at a Microsoft conference in Dallas for Internet software developers.

Microsoft executives have said most recently that they expect to release the product, an update to the Windows NT system for desktop and server computers, sometime this year, and Maritz declined to be more specific.

"We're not announcing a ship date either way. But there's no new data that would cause us to want to panic or jump for joy, or either of the two," he said.

Another Microsoft executive said last month that the release date of the much-delayed project would depend on responses to the beta test version.

"We're in the standard process of working through the thousands of details that you have to do to get a major product out," Maritz said.

Analysts have estimated Microsoft could release the main components of Windows 2000 about six months after shipment of the final beta test version, although there was an eight-month gap after the previous major beta version shipped in August.

A separate version of Windows 2000 for large data centers will follow 90 to 180 days after the main versions.

Poof! CIH Does Disappearing Act

Nada. Zilch. Zero.

That sums up the amount of damage done by the CIH virus on May 26.

"We've seen nothing out of the ordinary," said Bill Pollak, spokesman for the Computer Emergency Response Team Coordination Center at Carnegie Mellon University in Pittsburgh, Penn. System and anti-virus software firm Networks Associates Inc. similarly saw no activity on Wednesday.

After a variant of the virus that strikes yearly on April 26 caused widespread havoc a month ago, another variant that strikes on the 26th of every months seems to have disappeared.

Last month, CIH caused the equivalent of a computer stroke in companies worldwide.

"We were going nuts," said Stuart Hanley, product line manager for the Minneapolis, Minn.-based Ontrack Data International Inc. "Calls kept coming in for three days."

In total, Ontrack heard from 3,000 to 4,000 customers in the U.S., most with multiple PCs. Each one had been hit by the most destructive computer virus ever: CIH.

Because it had remained hidden for so long, the version of CIH that activated on April 26 affected an enormous number of people.

South Korea estimated that between 240,000 and 600,000 PCs were affected there; Turkey believed 300,000 of its computers had been zapped; and China, India and the U.S. may have had almost 100,000 computers affected.

Worldwide, the virus is estimated to have affected over 1 million PCs.

In the United States, mainly home users and students ran afoul of the computer virus, said Bill Pollak, spokesman for the Computer Emergency Response Team Coordination Center based at Carnegie Mellon University in Pittsburgh, Penn. "Most businesses [in the U.S.] had anti-virus software in place," he said.

In addition, a month before the CIH meltdown, the Melissa virus had run rampant through corporate America, reminding lax administrators that system security needed to be up to snuff, said Dan Schrader, director of anti-virus firm Trend Micro Inc.'s security portal division. Because of Melissa, "the U.S. was surprisingly well off," he said.

Named for its Taiwanese creator Chen Ing-hau -- a student when he wrote the virus, now in the military -- the CIH virus moves by attaching itself to application files and spreads when other applications are opened on an infected PC.

When an infected application is run on a specific date, the virus will delete the first 1MB of any hard disk -- essentially reformatting the disk -- and then attempt to erase the basic operating instructions -- called the basic input/output system, or BIOS -- for the PC's motherboard.

Three variants exist: Version 1.2, which triggers on April 26 and is sometimes called "Chernobyl" as a nod to the Soviet nuclear accident that occurred on the same day; Version 1.3, which activates on June 26; and, Version 1.4 which triggers on the 26th of every month.

CERT's Pollak warned that Version 1.3 is the one to watch. "June twenty-sixth is the day to watch," he said.

By now, though, computer users should have gotten the message.

"The point about it is that this is a known virus," said CERT's Pollak. "It's been known since June of last year. Most people have gotten the message."

Still other malicious code is waiting in the wings. Already, a new virus similar to CIH has emerged, according to Dan Takata, senior software engineer with Data Fellows Inc. Called Emperor, the new cousin to CIH erases the same file information and attempts to delete the BIOS -- the MO that made CIH so destructive.

The virus has not started spreading over the Internet, said Takata. Yet he warned that this is just the beginning; other viruses will soon come about. "There is a whole new territory of virus technology that we are now entering," he said. "It will only get worse."

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